

# Year 3 Term 3 2021 Curriculum Overview

## ENGLISH

Unit 5 - Examining imaginative texts  
(Kumiko and the dragon)

Students:

- \*listen to, read, view and interpret imaginative texts from different cultures
- \*comprehend the texts and explore the text structure, language choices and visual features used to suit context, purpose and audience
- \*create a multimodal imaginative text.

SPELLING - Sound Waves units 20-28 with a focus on R influenced vowels, contractions and more advanced graphemes

READING - comprehension strategies alongside continuing to decode words and home reading every night

## KEY DATES and EVENTS

Assembly - Monday  
P&C Meeting - last Wednesday of each month  
20 July - School Photos  
2 August - Science Incursion  
11 August - Show Day (public holiday)  
16 August - Science Week  
23 August - Book Week  
2 September - Fathers' Day Celebration  
3 September - Student Free Day

## SPECIALIST LESSONS

Tuesday - Science, Library borrowing (3A)  
Wednesday - Physical Education, Library borrowing (3B)  
Thursday - Science, MAC, and Strings

## MATHEMATICS

Unit 3

Students:

Number and place value - count and sequence beyond 1 000, represent, combine and partition three-digit and four-digit numbers flexibly, use place value to add (written strategy), represent multiplication as arrays and repeated addition, identify part-part-whole relationships in multiplication and division situations, add and subtract two-digit numbers and three-digit numbers, recall multiplication number facts, identify related division number facts, make models and use number sentences that represent problem situations, recall addition and subtraction facts, identify and describe the relationship between addition and subtraction, choose appropriate mental strategies to add and subtract.

Money and financial mathematics - represent money amounts in different ways, compare values, count collections of coins and notes accurately and efficiently, choose appropriate coins and notes for shopping situations, calculate change and simple totals.

Fractions and decimals - represent and compare unit fractions, represent and compare unit fractions of shapes and collections, represent familiar unit fractions symbolically, solve simple problems involving, halves, thirds, quarters and eighths.

Patterns and algebra - identify number patterns to 10 000, connect number representations with number patterns, use number properties to continue number patterns, identify pattern rules to find missing elements in patterns.

Location and transformation - describe and identify examples of symmetry in the environment, fold shapes and images to show symmetry, classify shapes as symmetrical and non-symmetrical.

Units of measurement - use familiar metric units to order, compare and measure objects, and measure and record using metric units, explain measurement choices, measure length using part units and centimetres, represent time to the minute on digital and analog clocks, telling time to five minutes and minute, transfer knowledge of time to real-life contexts.

## SCIENCE

Chemical Science

Students:

- \*classify materials based on the observable properties of solids liquids and gases
- \*investigate how liquids and solids respond to changes in temperature
- \*use knowledge of materials to explore how changes between a solid to a liquid can help to recycle certain materials.

+ Incursion - Big Bash Show

## HEALTH

Unit 2 - Feeling safe

Students:

- \*investigate how emotional responses vary and understand how to interact positively with others
- \*use decision-making and problem-solving skills to select and demonstrate strategies that help them stay safe
- \*explore risk-taking behaviours, their rights and responsibilities and explore bullying behaviours and strategies to reduce it
- \*identify people who can help them make good decisions and stay safe

## PHYSICAL EDUCATION

Students:

- \*refine the fundamental movement skills of throwing (overarm shoulder pass and chest pass) and catching and transfer them to a range of movement situations
- \*develop understanding of net game movement concepts and strategies and apply these to solve the offence and defence challenges faced during games
- \*apply strategies for working cooperatively and apply rules fairly

## HUMANITIES AND SOCIAL SCIENCES

Unit 2 - Exploring places near and far

Students:

- \*identify connections between people and the characteristics of places
- \*describe the diverse characteristics of different places at the local scale and explain the similarities and differences between the characteristics of these places
- \*interpret data to identify and describe simple distributions and draw simple conclusions
- \*record and represent data in different formats, including labelled maps using basic cartographic conventions
- \*describe the importance of making decisions democratically and propose individual action in response to a democratic issue
- \*explain the role of rules in their community and share their views on an issue related to rule-making
- \*communicate their ideas, findings and conclusions in oral, visual and written forms using simple discipline specific terms

## MEDIA ARTS

Unit 2 - Poetry in motion

Students:

- \*develop animated characters to engage an audience
- \*experiment with media technology to create a lip-synched animation
- \*share productions in digital form
- \*discuss similarities and differences in content, structure and animation approaches
- \*describe and discuss intended purposes and meanings of media artworks

## TECHNOLOGIES

N/A